

ADAMAN

Small • Fey • Chaotic Evil

Armor Class 12

Hit Points 40 (9d6 + 9)

Speed 15 ft., fly 30 (hover)

Initiative +2 (12)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	9 (-1)	13 (+1)	16 (+3)

Saving Throws Dex +4

Skills Acrobatics +3, Performance +5, Sleight of Hand +3

Senses darkvision 60 ft., passive Perception 11

Languages Sylvan

CR 2 (XP 450; PB +2)



Evasion. If the adaman is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the adaman instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Maddening Dance. When the adaman takes the Dodge action, it spins and swirls its body in the wind. *Wisdom Saving Throw:* DC 13 (with disadvantage if the adaman is in a wind of moderate or greater speed (at least 10 miles per hour)), each Humanoid that starts their turn in a 30-foot emanation originating from the adaman. *Failure:* The target becomes charmed until the end of its turn. While charmed this way, a target uses its action to harm itself as much as possible. *Success:* The target becomes immune to this ability for 24 hours.

ADAMAN — WEAKER

Armor Class 11

Hit Points 14 (4d6)

Speed 15 ft., fly 30 (hover)

Initiative +1 (11)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	11 (+0)	7 (-2)	11 (+0)	13 (+1)

Skills Acrobatics +3, Performance +5, Sleight of Hand +3

Senses darkvision 60 ft., passive Perception 10

Languages Sylvan

CR 1/4 (XP 50; PB +2)



Evasion. If the adaman is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the adaman instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Maddening Dance. When the adaman takes the Dodge action, it spins and swirls its body in the wind. *Wisdom Saving Throw:* DC 11 (with disadvantage if the adaman is in a wind of moderate or greater speed (at least 10 miles per hour)), each Humanoid that starts their turn in a 30-foot emanation originating from the adaman. *Failure:* The target becomes charmed until the end of its turn. While charmed this way, a target uses its action to harm itself as much as possible. *Success:* The target becomes immune to this ability for 24 hours.

ACTIONS

Multiattack. The adaman makes four Slap attacks.

Slap. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Luring Tune. *Wisdom Saving Throw:* DC 13, one Humanoid within 150 feet of the adaman that isn't deafened. *Failure:* The target becomes charmed for 1 minute. While charmed, the target must take the Dash action to move as close as possible to the adaman. The target is no longer charmed when it can't move any closer or takes any damage. *Success:* The target becomes immune to this ability for 24 hours.

ACTIONS

Multiattack. The adaman makes two Slap attacks.

Slap. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Luring Tune. *Wisdom Saving Throw:* DC 11, one Humanoid within 150 feet of the adaman that isn't deafened. *Failure:* The target becomes charmed for 1 minute. While charmed, the target must take the Dash action to move as close as possible to the adaman. The target is no longer charmed when it can't move any closer or takes any damage. *Success:* The target becomes immune to this ability for 24 hours.

ADAMAN — STRONGER

Armor Class 14

Initiative +3 (13)

Hit Points 88 (16d6 + 32)

Speed 15 ft., fly 30 (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	18 (+4)

Saving Throws Dex +6, Wis +5

Skills Acrobatics +6, Performance +10, Sleight of Hand +6

Senses darkvision 60 ft., passive Perception 11

Languages Sylvan

CR 5 (XP 1,800; PB +3)



Evasion. If the adaman is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the adaman instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Maddening Dance. When the adaman takes the Dodge action, it spins and swirls its body in the wind. *Wisdom Saving Throw:* DC 15 (with disadvantage if the adaman is in a wind of moderate or greater speed (at least 10 miles per hour)), each Humanoid that starts their turn in a 30-foot emanation originating from the adaman. *Failure:* The target becomes charmed until the end of its turn. While charmed this way, a target uses its action to harm itself as much as possible. *Success:* The target becomes immune to this ability for 24 hours.

ACTIONS

Multiattack. The adaman makes four Slap attacks. It can replace two of these attacks to take the Dodge action.

Slap. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Luring Tune. *Wisdom Saving Throw:* DC 15, one Humanoid within 150 feet of the adaman that isn't deafened. *Failure:* The target becomes charmed for 1 minute. While charmed, the target must take the Dash action to move as close as possible to the adaman. The target is no longer charmed when it can't move any closer or takes any damage. *Success:* The target becomes immune to this ability for 24 hours.